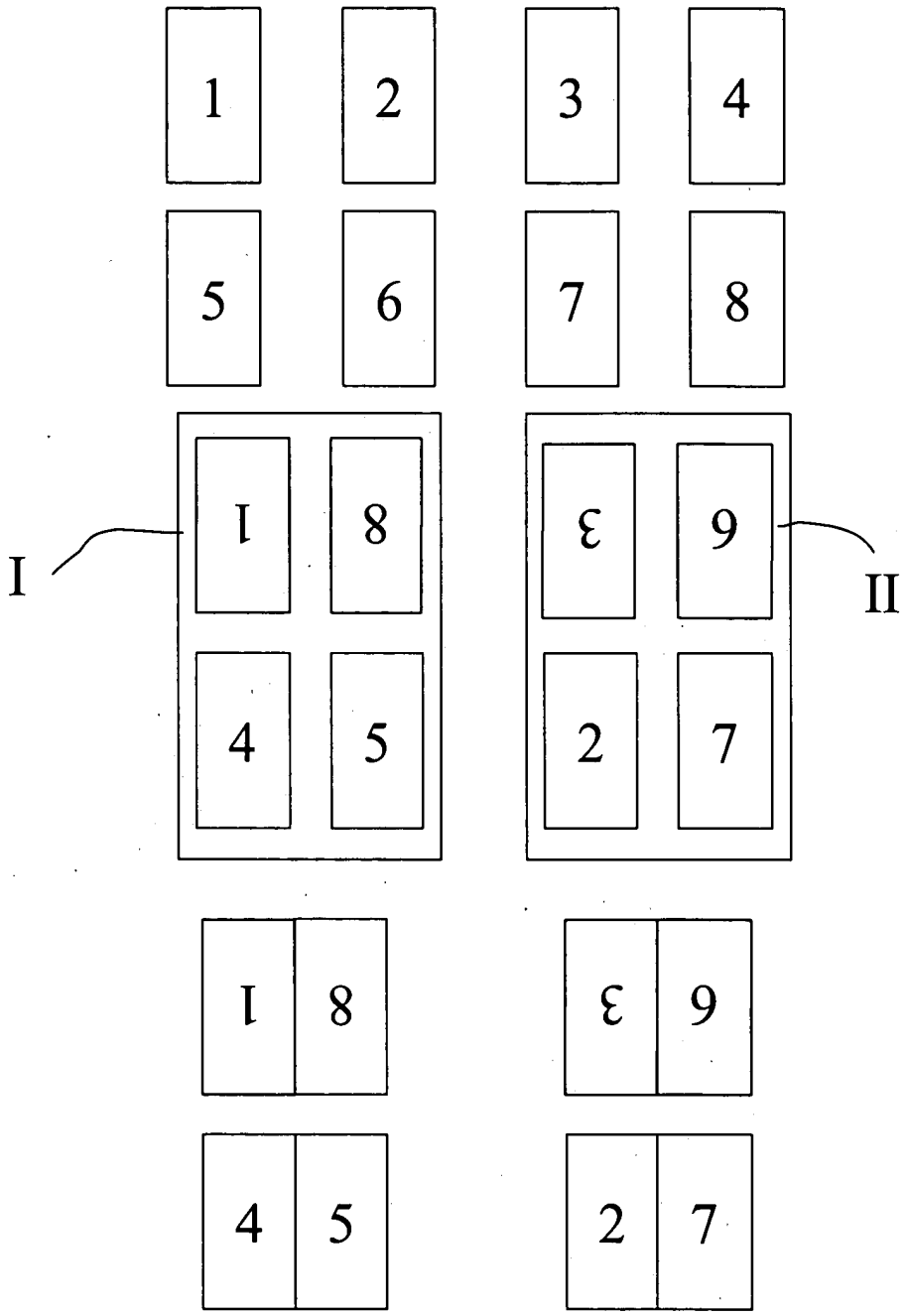

Fig. 1

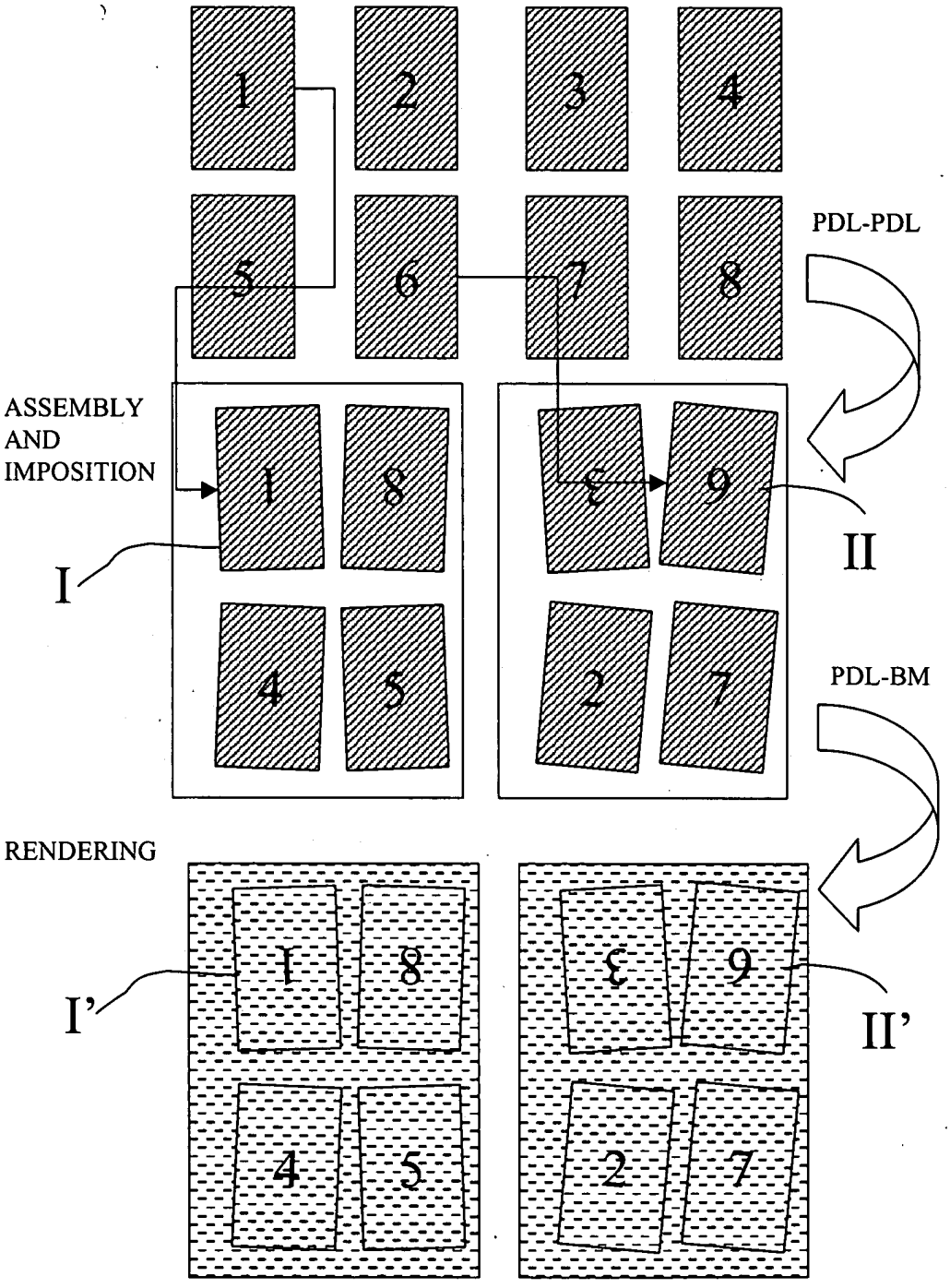

Fig. 2 PRIOR ART

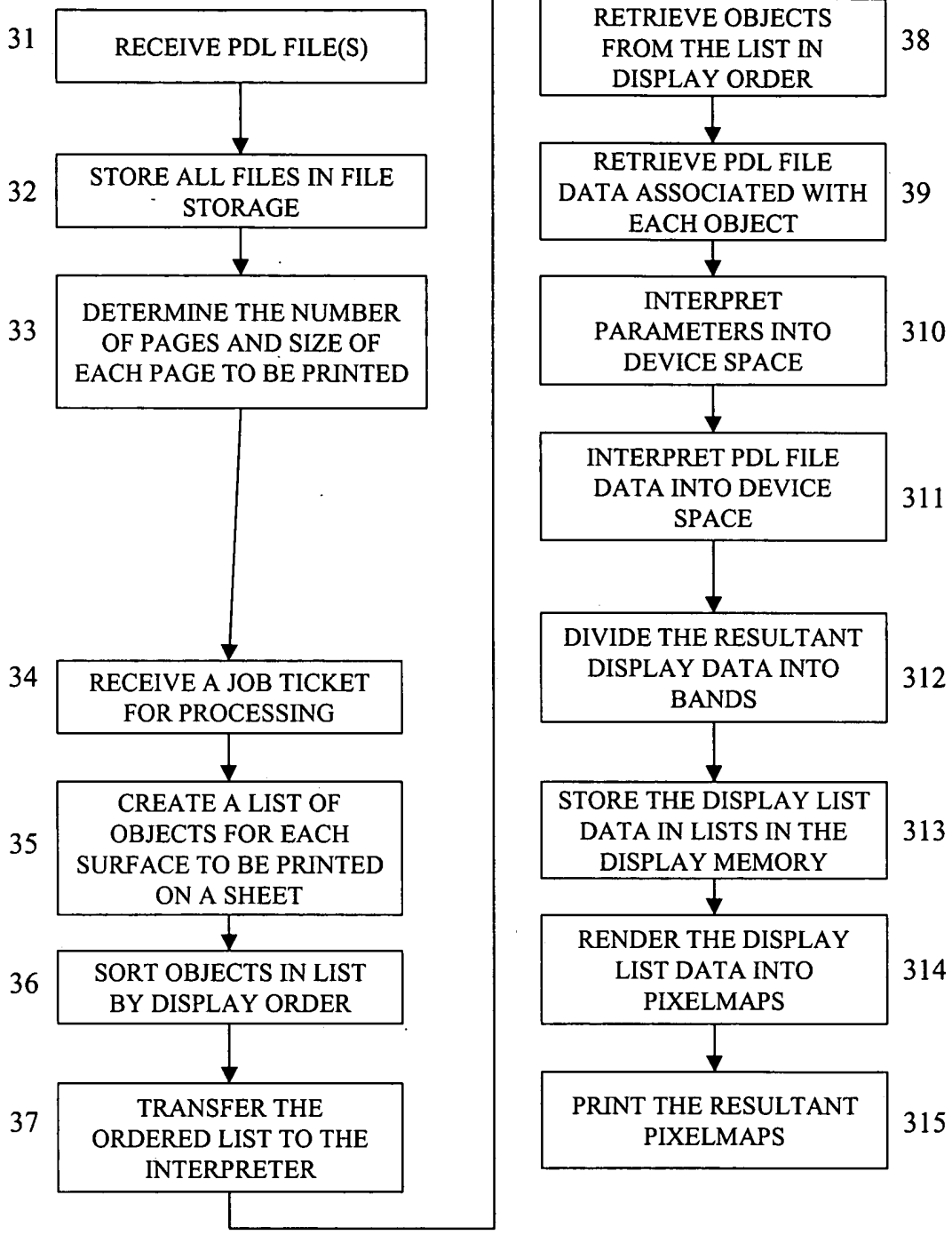
31
RECEIVE PDL FILE(S)
32
STORE ALL FILES IN FILE STORAGE
33
DETERMINE THE NUMBER OF PAGES AND SIZE OF EACH PAGE TO BE PRINTED
34
RECEIVE A JOB TICKET FOR PROCESSING
35
CREATE A LIST OF OBJECTS FOR EACH SURFACE TO BE PRINTED ON A SHEET
36
SORT OBJECTS IN LIST BY DISPLAY ORDER
37
TRANSFER THE ORDERED LIST TO THE INTERPRETER
38
RETRIEVE OBJECTS FROM THE LIST IN DISPLAY ORDER
39
RETRIEVE PDL FILE DATA ASSOCIATED WITH EACH OBJECT
310
INTERPRET PARAMETERS INTO DEVICE SPACE
311
INTERPRET PDL FILE DATA INTO DEVICE SPACE
312
DIVIDE THE RESULTANT DISPLAY DATA INTO BANDS
313
STORE THE DISPLAY LIST DATA IN LISTS IN THE DISPLAY MEMORY
314
RENDER THE DISPLAY LIST DATA INTO PIXELMAPS
315
PRINT THE RESULTANT PIXELMAPS

Fig. 3 PRIOR ART

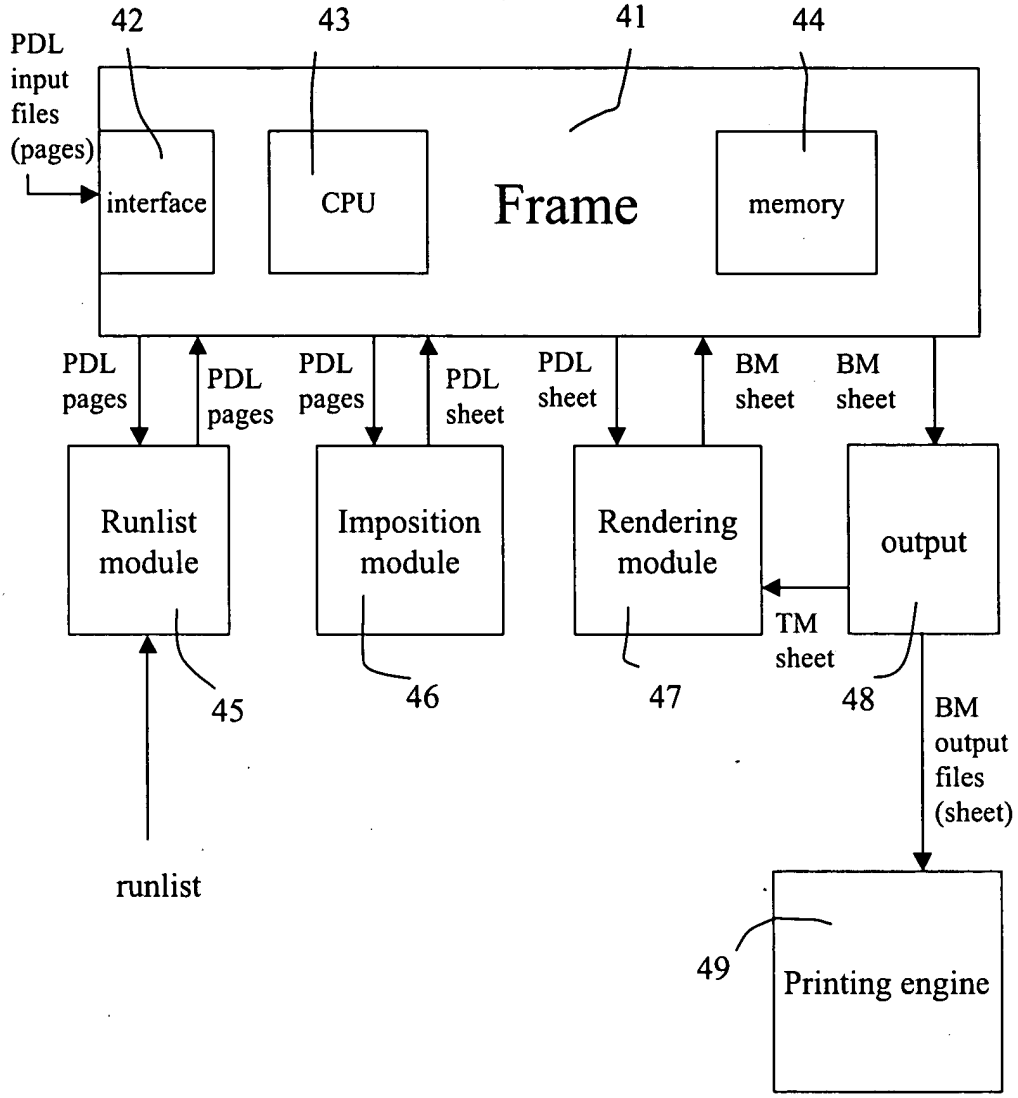

Fig. 4 PRIOR ART